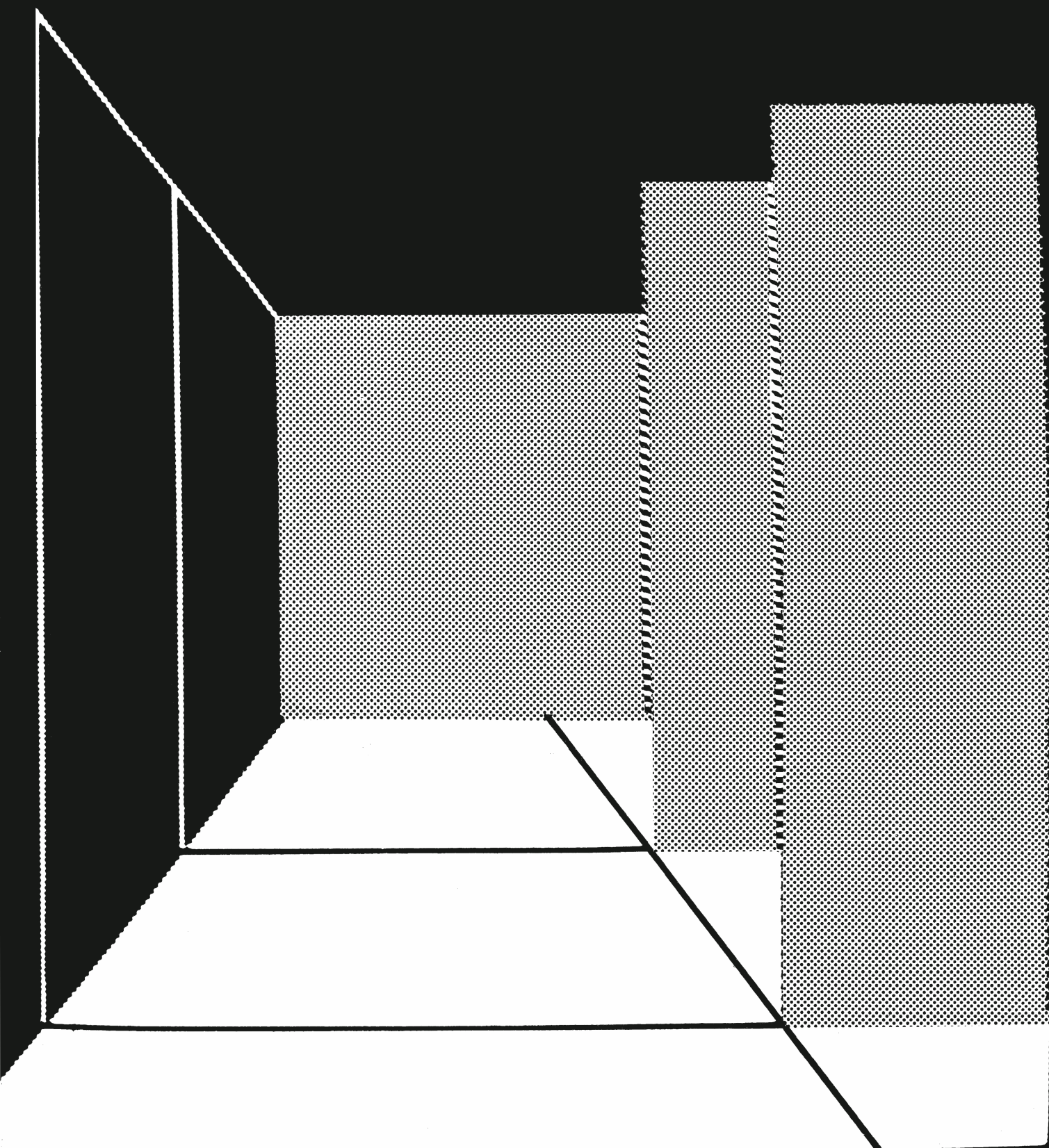




Commodore Petpacks and General Disk Library



Commodore Petpacks and General Disk Library

As well as this catalogue of Petpacks and the General Disk Library, two other Commodore publications give details of programs specially designed to run on your Commodore computer. Information about programs for the businessman and professional is available in "Commodore News" and specifications of a wide range of software and hardware products recommended for use with Commodore computers is contained in the "Commodore Approved Products" guide.

Full specifications of Commodore computers and peripherals, Commodore software, and the Commodore Training program are available from Commodore Commercial Systems dealers. You can obtain a list of our dealers together with our latest product literature by writing to:

The Commodore Information
Centre,
360 Euston Road,
LONDON NW1.

Details of the latest products from Commodore as well as approved product suppliers are regularly sent

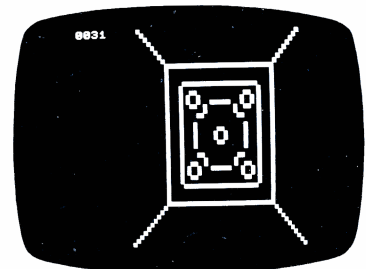
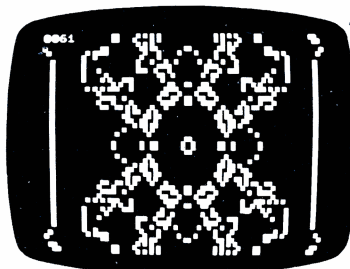
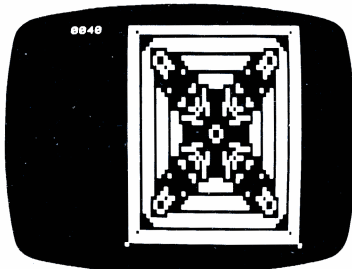
out to all members of the Commodore PET Users Club. Members also receive copies of the club newsletter which publishes invaluable articles containing hints and tips relating to the efficient use of Commodore Computers. The cost of membership is £10 per annum to U.K. residents, otherwise £15. Every Commodore computer user is **STRONGLY RECOMMENDED TO JOIN**. Membership can be obtained by sending your full name and address together with a remittance for the appropriate amount to:-

The Commodore PET
Users Club,
818 Leigh Road,
Slough, Berks.

This catalogue (effective December 1980) supersedes all previous editions. Though every effort is made to ensure accuracy, Commodore does not accept liability for any errors or omissions. Please note Commodore programs are designed for general use, and it is the user's responsibility to check suitability for any specific application before purchase.

(All prices include VAT unless otherwise marked)

LIFE



The ultimate version of Conway's game of Life, having an enormous number of features, and requiring at least a 16K PET. As an added bonus, it will also work on the 8032. Now to some of those features:-variable speed of cell generations, a scrolling screen (giving you a cell array size of 128 x 128), the use of full or quarter square graphics

characters, a generation counter, numerous built-in standard patterns, plus the ability to create and store your own patterns, and a whole lot more besides. One of the best machine code programs available for the PET.

MP103 + ●

£7.00



MATHEMATICS PETPACKS

One of the traditional roles of computing has been the solving of a given set of mathematical equations — number crunching in other words. Commodore's maths programs are designed to do just that. Given the equations from many fields of mathematics and statistics, all you need to supply are the numbers, and these low-cost programs do the crunching. As the number of personal computer users grows, this is an area of computing which will undoubtedly see many new applications.

BASIC MATHS PACKAGE

The Basic Maths package is a collection of mathematical programs selected to familiarise the user with fundamental computational concepts.

Geometry

Plane Geometry is a program that solves and gives the area of a triangle.

In addition, it computes the area of a regular polygon given the number of sides and the length of each side.

Analysis

Integration and Differentiation is a program that uses numerical methods to compute the integral and the first, second and third derivatives of discrete data. Integration is done using both the trapezoid rule and Simpson's rule. Integration of a given continuous function is done using a 10 point Gauss-Legendre approximation.

Algebra

Vector is a program which calculates the sum, difference, dot product, magnitude and angle between two vectors, for vectors with dimension up to 11 (maximum dimension is 50 for 32K PETs). It will also compute cross products of vectors with dimension 6 or less.

Matrix I is a program that computes the sum, difference and product of two given matrices. It used the Gauss-Jordan algorithm to calculate the determinant. Up to 11 x 11 matrices are permissible.

Matrix II is a program that also computes the sum, difference and product of two given matrices. It will compute the inverse of a matrix and solve a given system of linear equations using Gaussian elimination and back substitution. Maximum dimension permissible is 13 x 13. (An A4 instruction booklet is included).

MP007

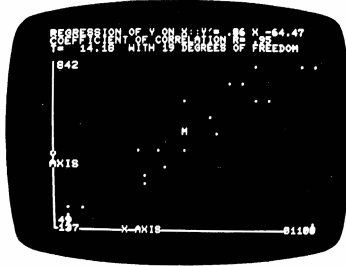
£15.00



BASIC STATISTICS PACKAGE I

This package calculates a number of standard statistical quantities and displays the distribution where this is appropriate. You incorporate your data into the program itself, in the form of DATA statements. This means that processing is fast. You can also SAVE a copy of the program with its data on another tape, for example if you have more observations to add to it later.

This series of programs covers mean, median, variance, standard deviation, skewness, kurtosis,



frequency distribution, linear regression, T-tests, correlation analysis. (An A4 instruction booklet is included).

MP008

£15.00



BASIC STATISTICS PACKAGE II

This series of programs covers six commonly used tests for running directly with data tapes: paired t, unpaired t, linear regression, Mann-Whitney, Wilcoxon, Spearman. (An A4 instruction booklet is included).

MP030

£15.00



BEST LINE AND LEAST SQUARES

Best Line

Correlation and fitting program with graphical display.

Statisticians suffer from a hard life. One cannot see what is happening and it is easy to miss a decimal point on data entry. Now PETs graphics help to solve both these problems and whilst BEST LINE has only a 20 x 20 plot, each point is identified by its entry number allowing one to see clearly rogue values. The axis points of the BEST LINE fit are also plotted. This, and the display of the statistical parameters, occurs after each data set entry showing the progress of the statistical fit. X and Y (or both) data sets may be transformed (and restored) 'at a stroke' to a log, exp, square root or user-chosen scale. Finally, and most important for realistic use, BEST LINE has editing routines for recall, removal and modification of any rogue points.

Least Squares

This program uses a well established formula for fitting a curve to any set of data points.

MP055

£10.00



GENERAL PETPACKS



ADAPTIVE KEYBOARD TRAINER

This, as the title suggests, is an aid to teaching typing. But it is much more than that. The name adaptive means what it says — the trainer works out and responds to your personal level of skill, and varies the type and difficulty of exercises to suit you, and to suit you at any training session. It begins with simple practice and monitors your performance and moves you to more complex exercises as your skill progresses. This program has taken a long time to develop, and it is that time that reduces YOUR learning time to a minimum. Only suitable for Basic 2 and 4 Pets.

MP095

£15.00



PAYROLL

A program designed to be as simple and straightforward as possible in operation and yet to process a small payroll in an efficient and acceptable manner.

The package contains two programs. One to run on the 8K PET and the other for 16K and 32K PETs. Both programs use only a single cassette recorder and may be used either with or without a printer. Both programs will handle Hourly, Weekly and Monthly paid employees, all tax codes and in the case of the 8K the three standard NI codes, one pre-tax and one after-tax adjustment. The 16K program will handle five NI codes, three pre-tax adjustments and three after-tax adjustments. In each case the adjustments allow a short description. The larger version also gives a coin analysis. Updating to take account of new legislation and tax changes is available.

Larger companies should also consider the Payroll programs available in the Commodore Management Systems series (a full description appears in "Commodore News").

MP021

£50.00



SCIENCE AND ENGINEERING PETPACKS

More diverse in its uses than any other section of the Commodore Library, these programs cover many fields of science and engineering, showing the abilities of the PET in this type of work. Graphics are used where necessary to illustrate numerical results. The programs will work on all PETs from 8K upwards. A cassette deck is required.

FAST FOURIER TRANSFORMS

The harmonic analysis of signal waveforms has been a source of intense scientific interest since the time of Fourier. It has been applied to the analysis of speech and music, to electronic signal processing, digital filter design, synthetic aperture radar, time series analysis, analysis of seismic waves, vibration analysis, infra-red spectroscopy and radio interferometry.

The problem of transformation from the time to frequency domain has been beset by the laborious and time-consuming calculation of Fourier components. Only with the development of the Fast Fourier Transform by Cooley and Tukey in 1965 was it feasible to transform digitally large arrays of data, currently of the order of 10 data values, on large mainframe computers. Recently the possibility of running these routines on micro-based systems such as

the PET has received increasing attention.

The package presented here contains a number of BASIC programs, adapted to run on the PET and employing well-established routines for the FFT. It is intended to serve as a tutorial introduction to the use of the FFT algorithm.

MP058

£15.00



LINEAR CIRCUIT ANALYSIS

The principles of ac circuits can be used to find the currents in any network. However, solving the differential equation pertaining to each network of most practical circuits is often cumbersome. More powerful techniques of ac-circuit analysis permit solutions for the circuit currents with much less labour. These techniques are, of course, based on the same differential equation of the circuit. The procedures are written in two

programs for linear passive circuit analysis and linear electronic circuit analysis. (An A4 instruction booklet is included).

MP047

£10.00



MECHANICS OF MATERIALS

This set of programs present the analysis of materials. The fundamental principles of the subject are emphasized throughout. Applications are selected from the various fields of engineering. The topics include statics, stress and strain, beams and framed structures, reinforced concrete and design of steel columns and bolts. Illustrative examples are given to show how to set up a problem and to explain the solutions. (An A4 instruction booklet is included).

MP048

£15.00



EDUCATION PETPACKS

The use of computers in education will grow tremendously in the next decade. Pupils are motivated through interacting with the machine. They are able to work through the examples at their own speed and benefit from obtaining an immediate response to their answers. Many teachers would like to develop their own programs. Commodore's Education programs are written by some of the best authors of Computer Assisted Learning programs and provide a model reference standard for all those interested in C.A.L.

As well as publishing 'Education Petpacks' Commodore has released a great deal of PET Educational software into the public domain. These programs are available from Regional Educational Software Workshops. The address of your nearest Workshop can be obtained from:— The Education Department, Commodore Information Centre, 360 Euston Road, LONDON NW1.

STRATHCLYDE BASIC COURSE



BASIC is a simple language for programming computers. This program will help you learn how to write programs and use the computer to solve problems in any area which may be of interest to you — whether it be Mathematics, Engineering or Computer Science.

The course consists of several parts:

- 1 The workbook. You are expected to write various things in it as you work through the course. Use a pencil, and keep an eraser handy — it is one of your most useful instruments.
- 2 The PET computer. While you are learning to program, you should have a machine entirely for your own use. It is difficult to master BASIC by sharing a machine or looking over somebody's shoulder.
- 3 A cassette tape, which contains a number of programs which are run into the PET and used to help you study the course.

The course is organised as a series of *units*. Each unit consists of some *reading*, one or more *experiments*, and sometimes a quiz when you are sure that you have understood everything in the course up to that point.

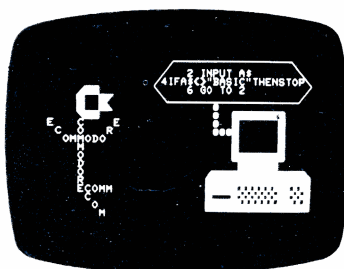
To succeed, you need only work through the course steadily, and do all the exercises. Be your own teacher: do not let yourself go on unless you have understood each unit thoroughly. Good luck!

MP039

£12.00



BASIC BASIC



The thoroughly interactive programs enable the first time user to get a complete grasp of the fundamentals of BASIC. The course consists of nine lessons with material less formally presented than the Strathclyde BASIC Course, making full use of the PET's capabilities as a teaching aid.

Like Strathclyde BASIC the program enables you to proceed at your own pace, only going on to the next lesson when you are fully confident that you have grasped the concepts of the previous one.

Unlike Strathclyde BASIC all the teaching material is entirely contained within the suite of programs.

Thus, the only equipment the student needs is his PET computer.

MP001

£9.00



PET PILOT

This PILOT is an implementation of the PILOT language developed at the University of California, San Francisco, in 1968. It was designed to make it easy interactive teaching and testing pro-

grams with minimal restrictions on the format of the 'conversation', and is a good example of a computer assisted instruction, or C.A.I. language. As PILOT is available on more different computers than any other C.A.I. language, this greatly increases the opportunity for exchanging good lessons. PET PILOT is compatible with the core PILOT standard, and includes a powerful editor. (An A4 manual is included.)

MP078

£10.00



PET CESIL

Cesil is an abstract programming language for teaching assembly language. It was first introduced by I.C.L. in their school's programming courses, and has now become widely accepted for use in computer science studies in schools. There are 12 instructions (such as IN, OUT, HALT, JUMP etc.) and 3 commands (WRITE, LIST and RUN).

This simplified language is ideal for the absolute beginner in assembly language. (An A4 manual is included).

MP079

£10.00



SNARK

This program is written by Professor Andrew Colin. It converts PET into a simulated 16 bit abstract machine designed for use in an elementary Computer Science course. It aims to teach the elements of machine code programming.

The machine consists of a CPU with two 16-bit accumulators, a 9-bit program counter, and a memory with a maximum of 128 words of immediate access store.

The CPU has a repertoire of 16 instructions.

Each instruction specifies an accumulator (either A or B), and all instructions with addresses also indicate operands.

The various functions, with their mnemonics, are as follows:

a: functions with addresses

LDA Load operand to accumulator
STA Store contents of accumulator
ADD Add operand to accumulator
SUB Subtract operand from accumulator
AND Logical 'and' operand with accumulator
ORA Logical 'or' operand with accumulator
JMP Jump unconditionally to stated address
BZE Jump if selected accumulator = 0
BNZ Jump if selected accumulator ≠ 0
BMI Jump if selected accumulator < 0
BPL Jump if selected accumulator ≥ 0

b: functions without addresses

LRS Shift accumulator 1 place right logically
NEG Negate accumulator
INA Input a number from the keyboard and put it into the selected accumulator
OUT Print the number in the selected accumulator, on a line by itself
END Stop.

(An A4 instruction booklet is included)

MP026

£10.00



INTRODUCTION TO ALGEBRA

This program is designed to introduce the first-time user to Algebra and numbers in general, leading up to O-level standard.

The program consists of thirty units, complete with tests, taking the user very gently from the beginning, assuming no prior knowledge, and guiding him or her in a very informal and friendly manner through the course.

Every five lessons are followed by a test on the subject matter of those lessons, to see if the user has understood the principles used.

If the test is failed, well, its back to the beginning and try again. But don't worry, the PET is a very understanding teacher!

This is a very good example of a Computer Assisted Learning (CAL) program which provides individual tuition tailored to a pupil's progress.

MP061

£20.00



SAMPLING

This is a program which simulates the drawing of a random sample from a discrete probability distribution. The sample values are tabulated and/or displayed in the form of a histogram, and the sample mean and sample standard distribution are calculated and displayed, together with the population parameters for comparison.

The distributions catered for are:— uniform distribution; user-definable distribution; uniform distribution on the digits 0-9, and Binominal, Poisson and Geometric distributions.

The program can be used to illustrate several different parts of a course in elementary Probability and Statistics.

MP063

£10.00



MATHEMATICAL GAMES 1

This set of 8 games provides entertainment together with practice in basic number work.

They are particularly suitable for children aged 8 to 14 years according to their ability, but adults and older children will also find them challenging as they can try to find the optimum strategies involved.

Parents, children and teachers will all enjoy these games which make learning a pleasure. Place value, subtraction, multiplication and division are practised by competing against the computer in a manner designed always to give the player a good chance of winning.

The games consist of these 8 modules:—

- 1 Find the number the computer has decided upon.
- 2 Joining a chain of numbers to find the greatest total, then the smallest.
- 3 Placing numbers in a box to form a subtraction, largest answer wins.
- 4 As for 3 but smallest answer wins.
- 5 Take 1, 2 or 3 at a time from a chosen number. The last person to take a number loses.
- 6 Make the largest number possible by placing numbers in boxes (up to six boxes).
- 7 Make the largest total to an addition problem by placing numbers in boxes.
- 8 A cross-number puzzle, similar to cross-words.

MP062

£10.00



MATHEMATICAL GAMES 2

A collection of eight programs, designed to complement our existing package of MP062, the original mathematical games.

This set explores much the same format, bringing one or two of the more familiar classroom games to light on the PET, and proving once again that you can actually have fun and learn at the same time.

Pitched very much at younger, pre-secondary school education children, for whom there appears to be a dearth of programs at the moment (something incidentally we are in the process of remedying), all eight programs are presented in a competent style, and should ensure that everyone who uses them will learn without really noticing it, and more importantly, without getting bored. A difficult problem with young children!

MP084

£10.00

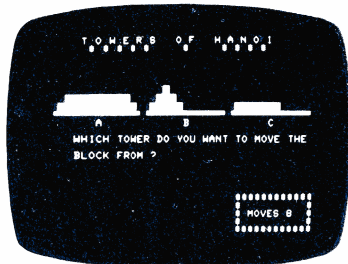


MATHEMATICAL PUZZLES

A set of four programs, presented more as games than either of the packages MP084 or MP085, but still concentrating on the learning role of games playing, and the gaining of basic skills in mathematics. The four games are:—

1) *Poly*, deals with pentominoes, a subject much favoured by Martin Gardner, of Scientific American fame. Pentominoes are shapes of a certain size and shape, and the object of this game is to make as many pentominoes as possible, following certain key rules. Gives a good insight into shapes in general.

2) *Pairs*, is based on the old card game of turning all the cards over, picking up two at a time, and remembering where they came from, the object being to eventually remember sufficient cards to pick up, say, two 4's, two kings, and so on until all the cards are exhausted. This works on the same principle, but using numbers. The child not only has to remember where the numbers are, but that 6×10 is the same as 5×12 , etc.

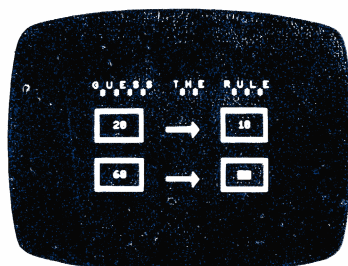


3) *Hanoi*, is an old game involving the moving of a certain number of blocks to a given set of rules. With each different number of blocks, there is an optimum number of moves required to solve the puzzle. This is what the student has to achieve.

4) *Boxes*, is again based on an old, familiar game, where the player has to join up a series of dots to make complete squares, counting that square as 'his', and playing against the computer all the while. The one with the most squares that are 'his', is the eventual winner.

MP086 £10.00

NUMERACY SKILLS



This is a set of six programs, along similar lines to MP084. Four of these extremely well-written programs are games designed to aid in the teaching of basic mathematical skills: addition, subtraction and multiplication, by way of excellent use of PET's graphics. All are presented in such a way as to appeal at first sight, but without getting boring later on.

Of the other two programs one is a bit of fun, aimed at giving children a break from learning and a little friendly competition as they test their reactions, the other presents a set of numbers in boxes, with one box empty. The child then has to fill in the missing number, using the rule that links the other number in the series. Good for helping with simple mathematical series.

MP087 £10.00

PHYSICS PACK 1

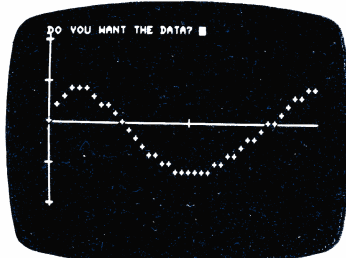
This is a series of tutorial physics programs providing simulations of some standard experiments.

Helmholtz Coils

A pair of Helmholtz coils are used with an electron beam tube to bend the electron beam into a circle, providing that the B field is known this allows one to calculate e/m for the electron. This is quickly demonstrated in this program by use of PET graphics up to a separation of 19 cm.

Random Decay

Simulates a decay process using random numbers. The program plots both linear and non-linear graphs. The latter tending more to a straight line as larger numbers are generated.



Schrödinger

The program treats Schrödinger's method as a simulation where the student has to find the correct value of E (to at least 6 places of decimal). The answers are given as a REM statement at the end of the program.

Momentum 1 and 2

Two tutorials on Momentum Conservation followed by user chosen simulated collisions in the first program and unrestricted choices for the variables of mass and velocity but displaying only one result at a time in the second.

MP046 £10.00

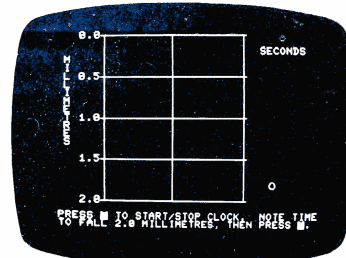
PHYSICS PACK 2

Electron and Alkane

The first program (ELECTRON) covers the important topic of the electronic structure of atoms and chemical bonding. The idea for this program came strangely enough from the game Startrek! The Enterprise firing photon torpedos at a Klingon vessel suggested that if the two star ships were replaced by the appropriate atoms, while the photon torpedo became an electron, the result would illustrate the transfer of electrons and the formation of ionic bonds!

This program has been extensively field tested in a school prior to its Master Library release. The second program deals with the properties and formulae of a group of compounds called Alkanes. As that expensive commodity Petrol is a mixture of some of these compounds they might be described as important ones.

Neither programs were intended to replace formal class teaching of these two topics. They were designed as revision aids for pupils or as assistance to pupils who had missed lessons because of absence.



Millikan

The snag with the real Millikan apparatus for determination of unit electron charge is that a large number of oil droplets need to be measured before the pattern of charge-levels becomes clear. The usual school practical period is too short for this and yet without it the point of the experiment is lost.

The program simulates the apparatus for the experiment. An "oil drop" appears on the screen and its fall across the lines of a "microscope" is timed. The result is then fed back by the pupil and the drop re-appears for the pupil to balance

by adjusting the "voltage". Finally, the charge is calculated and the result together with the previous results displayed in levels.

It is quite possible for the pupil to measure twenty to thirty "drops" per hour and in so doing, gain a clear idea of the principles behind the experiment. The study could then be rounded off by doing one or two drops only on the real apparatus.

MP053 £10.00

PHYSICS PACK 3

As usual, there is more than one program, showing the operation of various physical processes. The programs are:—

V-Field

This program has the option of either displaying on the screen, or on a printer. It will show the relative field strengths around two point charges, with the student entering the charge values, and also their location.

Rand

This plots on the screen the random motion of a particle in a liquid or a gas, and calculates the distance moved, both from theory and experimental results it itself produces.

Snell's Law

This again uses the PET's screen to visually demonstrate Snell's Law, that $\sin i / \sin r$ is a constant. ('i' and 'r' being the incident and reflective angles of a ray of light from one medium to another). The student can input his own values for 'i', and the density of the two mediums under study and is then asked questions on the results produced.

Snell-printer

This is the same as above, except that it produces its results on a printer.

MP082 £10.00

PHYSICS PACK 4

There are three main programs in this package, although the final one does have five different options to it. They are all based on part of the Nuffield Physics course, and the first two programs deal with the study of random behaviour; one with the dropping of marbles into a tray, the other with the random distribution of counters.

The final program studies quanta, and their behaviour and distribution. Among the five options available, are the arrangement of quanta, the study of a cold solid, the biography of an atom (true!) and so on. Like the Nuffield course itself, these programs are based far more on experimental behaviour and examination of that behaviour to see what can be inferred from it, rather than the more usual, and more formal, methods usually associated with the study of physics.

MP083 £10.00

PHYSICS PACK 5

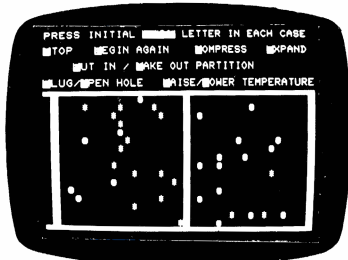
A set of six programs covering various topics in Physics. The areas covered are:— B-Field, showing the plot of a magnetic field; Young's Slits, a classic experiment; Nuclear Decay, calculating decay and half-lives; Damped S.H.M., showing plots of simple harmonic motion; Lenses, calculating object and image sizes and distances etc., and Vertical Motion, a series of question and answer sessions on vertical motion.

MP091 £10.00

KINETIC MODEL

This is one of the rare breaks in the tradition of putting more than one program on a ten pound educational package. The reason? It's a terrific program, and has enough options in the main program to be treated as a more conventional package.

It deals with the subject of kinetic theory, and with the aid of excellent graphics, allows the user



to study the following effects on the molecules of gas:- the raising and lowering of the gas temperature, compression and expansion of the gas, the partitioning of some of the molecules, or the opening up of a complete container and seeing how they fill it. If the user chooses a special 2 molecule option, all of the above effects can be combined to see how two different molecules would behave together. There is also the opportunity to study their behaviour one step at a time.

MP088

£10.00



ENGLISH SKILLS



Six programs on this package, concentrating this time on the grasping of essential rules in English grammar, and gaining a wider vocabulary through a series of excellent hangman games.

The grammar programs combine interest with learning. The basic background to each program is a story, about, say, Dr. Who, or Starsky and Hutch, and so on. Whilst reading the story, the child taking the lesson has to occasionally insert

words into the story in order to make it grammatically correct, and is marked on his or her skill in doing this.

The hangman programs cover a wide variety of subjects, from animals both ancient and modern, through town, rivers, etc. (a grasp of the layout of the United Kingdom is gained as well, as this particular program features a superb map of the UK), and onto more common English words. A very well thought-out package.

MP085

£10.00



SOUTHERN HANGMAN



A set of four programs giving an unusual and very educational slant to an old theme — hangman. Each of the four programs, with brilliant graphics, depicts a different part of southern England (includes South West, South East, Southern England and East Anglia), and the user has then to play hangman to guess the name of a location (many options of towns, rivers, hills, etc. are available on each program) as shown on the map. When the place is correctly identified, or when you've been hung, it's position is shown again on the map, and then onto the next one. A very useful educational game.

MP101

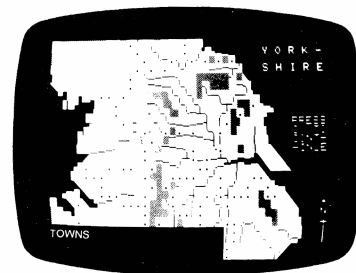
£10.00



NORTHERN HANGMAN



This is an interesting variation on the well known game of hangman, but covering different areas of Northern England, including Yorkshire, the



North East, the North West and the Lake District (all these maps are really amazing!) and having many numerous options to identify. Further programs will follow in this series, with the eventual aim of covering the whole U.K., to make a valuable and extremely useful geographical teaching aid.

MP102

£10.00



LANGUAGES

This program gives you a word or phrase in English or the foreign language of your choice — or a random mixture of both — and asks you to type in the equivalent in the other language. Where appropriate it expects you to know the gender of the words as well.

The program will provide up to 100 words or phrases and you can specify how many you would like each time. At the end of the session it will tell you how many you got right, and make some comment on your progress or lack of it!

The initial bank of words is set at a beginners/intermediate level, but as you progress you can easily insert more difficult words, phrases, verbs, etc. and thus gradually raise the level of your, or the pupil's proficiency. The program will remind you when this should be done, depending on your success at each test.

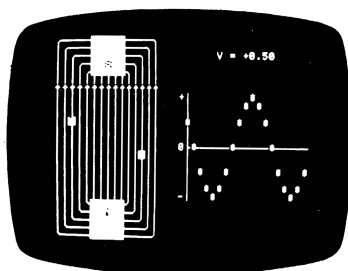
The program comes in the following languages:- French; German; Italian; Spanish; Dutch and Danish.

MP064

£10.00



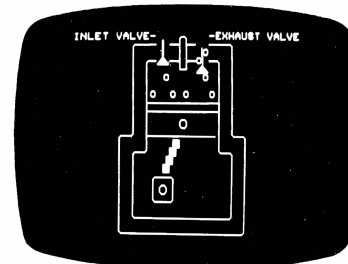
SIMULATOR 1



A set of four programs, using the PET's graphics to their best advantage, and showing visual simulations of the following topics:- 2 Stroke Engine, 4 Stroke Engine (16K+ only), Electric Motor and Alternator (16K+ only). All four programs have single step and multi-speed features in them, and the resulting displays show superbly just what the PET is capable of.

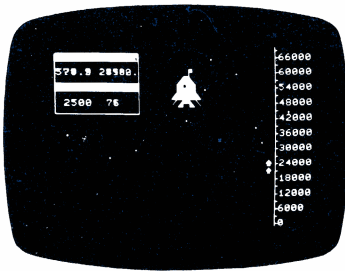
MP090

£10.00



GAMES PETPACKS

Everyone seems to be fascinated by computer games and the advent of the personal computer means there are now many new fields of entertainment to be enjoyed. Hence Commodore's growing library of low-cost games packages, and now the new series of Arcade games, which are amongst the best games programs available anywhere on any machine. A cassette deck is required.



TREASURE TROVE OF GAMES 1

OSC Lunar Landing — An improved version of our popular favourite. You must make the Lunar Excursion Module land softly on the moon. By regulating the falling speed, the counter thrust of the rockets and the amount of fuel required, you should be able to accomplish this objective. If you fail, the marvellous graphics will show the Lunar Lander smashing to the surface of the moon. Difficult at first, but fun to master.

Rotate — is a puzzle on a 4 by 4 grid. The secret is to arrange the letters in sequence in as few moves as possible. Very tough at first, but it can be done.

Wumpus — is a delightful voyage in the imagination, full of fun and quite educational too. You're required to be a detective on a treasure hunt. The clues are all given and you must find the Wumpus, on the basis of these clues, and get him before he gets you.

3D Tic-Tac-Toe — See if you can beat your PET at this old game with a new look.

MP040

£10.00



TREASURE TROVE OF GAMES 2

Jumbo Jet Lander — an exciting aircraft landing simulation in which you (the pilot) are invited to land a Jumbo Jet using rate of Descent/Thrust changes — good graphics.

Target Pong — Insert paddles in the path of a fast moving ball to deflect the ball into a target. The secret is to use the fewest number of paddles and the least time to hit the target just once. It's really much more difficult than it sounds. It requires dexterity and guarantees you fun.

Draw Poker — Perhaps we've been minimizing the quality of the superb graphics available in all these programs. But with Draw Poker you have a perfect example of the kind of graphics we're talking about. Here you play Draw Poker against the house with a two pair or better to win. And we must give you a warning: the house is a very tough-but-fair dealer. Of course, the house is your PET. You can vary your bet and see how much you can win (or lose).

Galaxy Games — Here are two tough but entertaining games. Both require you to manoeuvre your spaceship while firing at the enemy, and at the same time, to avoid hitting a star. In one game, you're firing at fixed targets. In the other game, you're firing at a spaceship that's being piloted by an obviously drunk astronaut! Absolutely no accounting for the gyrations the enemy spaceship is going to take.

MP041

£10.00



TREASURE TROVE OF GAMES 3

Concord Lander — a superb game for simulation buffs. You being the pilot of a Concord landing — in real time — your aircraft on a runway with facilities to droop the snoot, lower the undercarriage, full joystick control (using keypad) and full thrust controls.

Off the Wall — Off the Wall is the exact opposite of Target Pong.

Wrap Trap — dynamic graphics game in which the player has to trap the computer. Good arcade quality graphics.

Spacetrek — this is the PET version of the familiar game many computer enthusiasts know as Startrek. It consists of two programs. The first is a program that makes good use of graphics to give instructions and the second is the game.

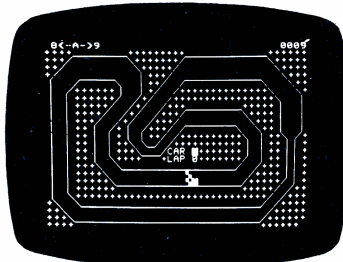
MP042

£10.00



TREASURE TROVE OF GAMES 4

Super 9 x 9 — a great machine code noughts and crosses game that employs full and superb use of PET's graphics with 6 levels of play and complete instructions.



Formula 1 — another good game for 1 to 4 players. You can select up to 4 different tracks and race against your friends — nice graphics in this one, too.

Blackjack — place your bet and watch your PET deal out the cards as you try to beat the house. Superb graphics on a very entertaining game.

Space Talk and Space Flight — fire missiles at each other in this two player game. But there's a warning: each missile has a limited range and if the missile doesn't hit the enemy, watch out! You could run into your own missile and lose... and feel very silly.

MP043

£10.00



TREASURE TROVE OF GAMES 5

Glider — a superb simulation game of a radio controlled glider, you have control over direction and can employ the use of a randomly wandering Thermal to help you in the landing area.

Awari — PET version of the popular ancient African game using nice graphics.



Othello — Othello is a game of strategy played on an 8 x 8 board, much like a chess board. The object is to surround your enemy and convert the enemy pieces to your side. It's a game where the last moves can be quite decisive. You play against the PET.

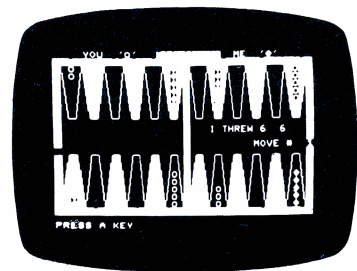
Reverse — is another game to tax your intelligence and logic. The numbers 1 through to 9 are on the screen in random sequence. The idea is to put these numbers into order in as few moves as possible. Your logical thinking will get quite a work-out.

MP044

£10.00



TREASURE TROVE OF GAMES 6



Backgammon — Plays Backgammon against you or against itself. An "aggression" level between 0-12 can be set. Complete introductory instructions included.

Polaris — You are the captain of a nuclear submarine and your mission is to destroy as many tons of shipping as possible but beware, anti-submarine destroyers will seek you out and depth charge you.

Crypto — A Commodore version of the highly popular game of Mastermind employing PET's graphics very well. This should keep you in hours of fun.

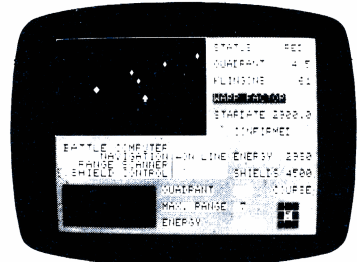
Life — A machine code version of Conway's famous game of Life including the rules and instructions to start.

MP045

£10.00



TREASURE TROVE OF GAMES 7



Star Trek — This real time version of Star Trek incorporates many features not seen in other 8K versions. A full preliminary program is included in the package explaining how to control the Enterprise.

The main computer on the Enterprise can be linked to any one of the following 'peripherals':-

- 1 Battle Computer
- 2 Navigational Computer
- 3 Range Scanner
- 4 Shield Control

The eight phaser banks are controlled by the Battle Computer, firing when you have manoeuvred within range in an attack position. All equipment aboard the Enterprise is subject to progressive damage whilst under attack.

The Klingon infested Galaxy also contains Stars, Black Holes, Lithium crystal mining colonies and Starbases.

Disintegration of the starship results after a direct hit when your shields are exhausted, or you receive just a few words of praise if your mission is accomplished — after all it's only what is expected from you!

Petopoly — The game for all the family which is already a classic and gained a reputation before it was published. It can be played by 2, 3 or 4 players and mainly consists of buying and selling Gold, Land, Hotels and Stores. It's fascinating trying to buy when prices are low and sell when they are high. The Tax Man also rears his head to make life difficult. Players have to pay for visits to hotels you own or purchases made in your stores. You can even go into an overdraft situation, but you'll have to pay interest if you do.

The length of playing time is entered and the

game then ends automatically. This saves arguments when there's only 20 minutes playing time before lunch! And it's great to watch PET doing all the book-keeping.

A beautiful program which is highly compulsive.

MP051

£10.00



TREASURE TROVE OF GAMES 8

Sorcerer's Castle — A game of fantasy set in a seven-floored castle with only one way out. The objective is to capture as much of the Sorcerer's treasure as possible and escape alive from the castle. Each floor contains hidden and shifting tunnels, caves and traps. At any time, a wandering monster might spring upon you and the only hope is to dispel it with a magic utterance, the caves can contain treasure, monsters, both or nothing, and any monster within may be friendly or aggressive. You choose whether to approach it, fight it or flee. Pits and springboards transport you against your will to other floors and the higher and lower floors are more heavily populated with more powerful creatures (but there is more treasure there, too). Beware meeting the sorcerer himself! The graphics are good and the adventure can be as long or as short as your fortune and skill.

Jason and the Argonauts — Based on the mythological adventures of Jason, the program sets you on a voyage across the Euxine Sea in quest of the Golden Fleece. The Fleece is hidden on one of the numerous islands in the sea, all other islands being inhabited by mythical creatures such as Cyclops, Medusa, Circe, the Fire-Bull and the Kraken, all of whom are bent on preventing the successful outcome of your journey. You choose how many crew to take with you and their rations; you may restrict the amount of food per crew member at any time, but although it increases the distance you may travel, it decreases the physical well-being of your crew.

There are many other hazards including island swamps, smoke pits, tidal waves, typhoons, yellow jack, sea monsters and eclipses of the sun (where you really can get lost). More pleasant experiences include finding more food and crew, nibbles, nectar and mermaids! A game of enjoyment, role-playing, skill and chance.

MP052

£10.00



TREASURE TROVE OF GAMES 9

Dodge City — Ten outlaws stalk you, the sheriff, through Dodge City, hiding in such places as Ma Kelly's, the saloon and the Wells Fargo office. Being too trigger happy may result in shooting the mayor, preacher, town drunk, local flossie or other townsfolk! The Doc may help you if he's sober, but otherwise you are on your own in a shoot-out of hazard and humour.

Molecules & Atoms — PET version of the popular board game Black Box. The game involves two players (you and the PET), with you trying to discover the atomic structure of a molecule 'created' by the mad PET scientist. This is done by firing in rays of electrons and deducing from where they emerge the positions of the atoms. A game which calls for some very involved thinking!

Horse Race — Entertaining gambling sessions can now be engaged in for free! For 1 to 10 players, the game involves the placing of bets, and the gnashing of teeth as the horses head for home.

One Arm Bandit — Very good use of graphics employed in this simulation of a popular, and sometimes expensive, pastime. Nudge, hold and gamble . . . all the features available on the best pub machines, and in the comfort of your own home.

MP065

£10.00



TREASURE TROVE OF GAMES 10

Squadron Scramble — This is a real time air-war game based on the Battle of Britain, in which you are in command of an Allied Squadron against the German Luftwaffe. You must destroy the enemy aircraft before Britain is bombed to defeat, but beware! They fire back. Good use of the PET's graphics.

Tower of Hanoi — A pictorial form of a challenging and thought provoking puzzle. Simple rules allow you to choose a level of complexity for playing the game. The most difficult requires considerable logical analysis and strategy, especially if it is to be solved in as few moves as possible.

Subkiller — Protect the convoy from the submarine pack! Manoeuvre the ship and fire depth charges fore and aft. Use your skill at predicting the depth of the sub (and therefore the time for the depth charges to sink). Your time is limited, make the best use of it!

Minefield — An infuriating little game, as you try to rescue injured bodies from an area strewn with mines. Hit one of them and another injured body appears . . . Yours!

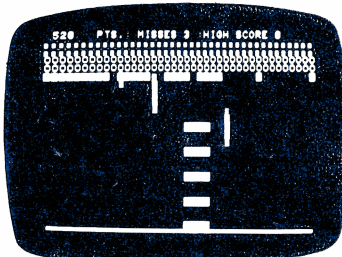
MP066

£10.00



TREASURE TROVE OF GAMES 11

Duel — A game in which you pit your wits against the computer. You are driving a car around a track, PET is driving a lorry, and it's intention is to throw you off the track, with subsequent dire consequences. There's only one way to win . . .



Landslide — A brilliant graphical game, in which, with the skillful use of a set of paddles, you attempt to stop a landslide of rocks from hitting the ground below you. Easy at first, but getting progressively harder until it becomes (almost) impossible.

L-Game — A very good implementation of a classical game, where you try to outmanoeuvre the PET in a battle of skill and thought. Thought-provoking in the same way as chess, and, despite first impressions, with almost as many variations.

Dominoes — Two versions (for old and new ROMs) of an old, familiar game. The PET plays at lightning speed, and proves to be a most difficult and awkward opponent to beat.

MP072 +

£10.00

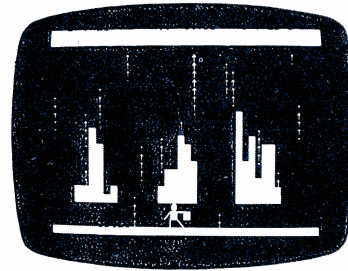


TREASURE TROVE OF GAMES 12

Super Bowling — Have you ever been ten-pin bowling? Even if you haven't, it doesn't matter with this version of the game. Coming from the same source as Invaders, this is a graphically very good, and very funny, implementation of ten-pin bowling for the PET.

Dive Bomber — The use of graphics on games for the PET is getting ever more sophisticated, and this game is no exception. You control a 'plane flying over a skyscraper skyline, which hides a group of enemy out to bring you down. With a range of weaponry at your disposal, your aim is to bring your plane down safely to land, before any of a number of disasters befall you.

Money Table — Again from the same source as Invaders, and, as in the Bowling game, a very good and humorous use of graphics is employed. You control a little man, whose aim is to run across the bottom of the screen, dodging a hail of



arrows from above, and collect money from one edge of the screen and bring it back again . . . alive!

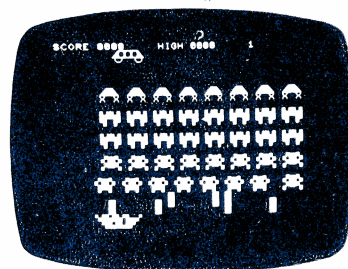
Pet Picture — Four short programs, which require a PET linked to a printer. When it is, four very good drawings (Snoopy, Andy Capp etc) can be outputted to the printer for use well, for whatever purpose you want. A number of offices at Commodore have seen new decorations going up lately. . .

MP073 +

£10.00



ARCADE 1 — INVADERS



There isn't a lot that can be said about this game that hasn't been said already. Newspaper articles have tried to analyse its popularity, television programs have featured it, and everybody talks about it. The simple fact is that it is an excellently written, incredibly addictive game. The rules are learnt in seconds (literally), but to become a master at it takes a very long time.

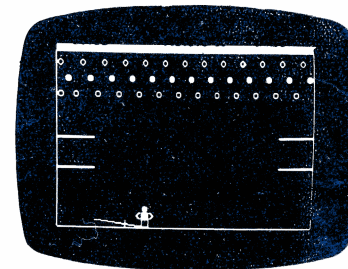
If you already know the game from your local pub, you'll be relieved to know that now you won't have to queue up for hours for a game, or feed in endless ten pence pieces in order to play. If you don't already know it, you just don't know what you're missing.

MP067 +

£7.00



ARCADE 2 — ACROBAT



Another arcade game, featuring the same excellent use of graphics that made it a favourite in the pubs and clubs of the land.

You control a see-saw and have to bounce men up and down off it, trying to hit balloons which are moving above you all the time. Needless to say there are various hazards to be overcome!

Like it's companion Invaders, this game is very addictive and, although the rules are simple, it's difficult to become a master at it. Certainly a lot of practise is required before you can even show off and impress your friends in the local pub!

The graphics in the game cannot be praised enough — it really shows the superiority of machine code over BASIC. Quite simply the game is superb — if ever you wanted a real bargain game, with the same feel as a good arcade game, this and Invaders are the ones for you.

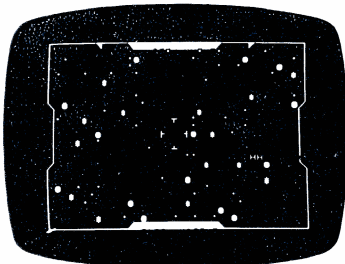
If you can find anything better — buy them!

MP068 + ●

£7.00



ARCADE 3 — 3D STARTREK



Not another one! Oh yes, and bigger and better than ever.

We know that a lot of you Trekkies out there want to get your hands on anything and everything to do with the immortal program, so it would be unfair to hold back on something which is so good as to be almost unbelievable. I.B.M. look to your laurels!

As you are probably aware this is the third of our Startrek games, and is the most difficult to master and the most difficult to play. Once this is achieved you are in a position to enjoy 3 dimensional warp drive and 3 dimensional battles with the most deadly enemies in the universe! They're not going to sit there and let you hit them! Full control over all aspects of the good ship Enterprise means that you have to display all the qualities expected of a starfleet captain at all times. If you win, the universe will be eternally grateful and you will deserve a nice long vacation. If you lose... there are plenty of other captains just waiting to step into your shoes!

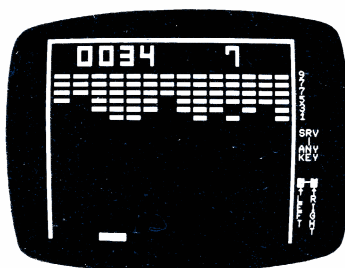
A most logical game, captain!

MP069 + ●

£7.00



ARCADE 4 — BREAKTHROUGH



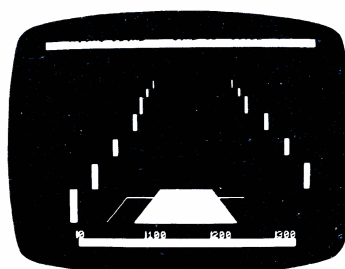
A brilliant version of the arcade game 'Breakout' which has featured in many pubs and amusement arcades around the country. Written totally in machine code, the graphics, movement and speed of the game are all quite brilliant — the best version of the game seen on a PET. It even manages to keep Commodore employees working overtime in the evening! Definitely addictive.

MP074 + ●

£7.00



ARCADE 5 — NIGHT DRIVE



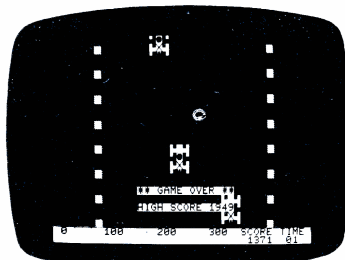
Another well known arcade game, in which you have to drive a car down a winding lane at night, with only the posts at the side of the road to guide you. Full control over acceleration and cornering, but don't try to turn at too great a speed — you'll spin off! A constantly changing display at the top of the screen informs you of your score, and elapsed time, and your current speed is shown along the bottom of the screen. An it's no use dawdling to avoid crashing — that's no way to get a bonus!

MP075 + ●

£7.00



ARCADE 6 — CAR RACE



This isn't called the Arcade Series for nothing! You control a grand prix car competing in a race with a group of other demon drivers. As in Night Drive, you have full control over your acceleration and your steering, and the display on the bottom of the screen shows your current speed, elapsed time and score. But be wary of sneaking a look at it! One slight lapse of concentration is all the other drivers need to unscrupulously bundle you off the road. Oh yes, there's also a slip zone, which makes driving a nightmare.

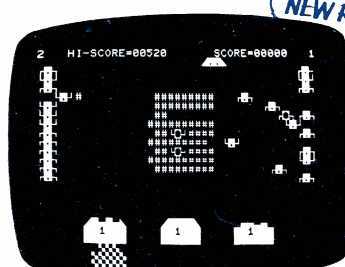
As in all the arcade series, this game uses superb graphics achieved by well thought out machine code programming.

MP076 + ●

£7.00



ARCADE 7 — COSMIC JAILBREAK



Another well known game (probably better known by its pub name of Cosmic Guerilla), this game proved an instant winner when it first appeared at Commodore just a short while ago, and quickly became even more popular than Invaders! You have to destroy host of aliens who are endeavouring to free their compatriots from the cosmic jail, and there are many hazards to be overcome in the battle. Complete with sound (on a suitably modified PET). Our highest score is 23,880. Any challengers?

MP104

£7.00

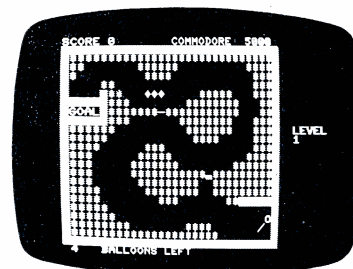


ARCADE 8 — CRAZY BALLOON

Another great (and infuriating) arcade game, complete with sound (providing you have a suitable modified PET). You have to guide a balloon, which is swaying crazily to and fro, around a prickly path towards a goal, avoiding various hazards on the way, with the game getting progressively more difficult as play continues. A true successor to Invaders and Acrobat, and if you want a challenge, our highest score is 8540!

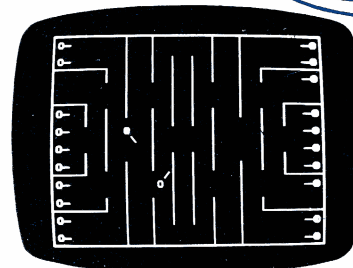
MP105

£7.00



ARCADE 9 — LASER TANKS

NEW RELEASE!



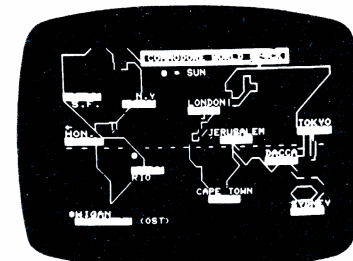
A two player arcade game, in which you try to gun down your opponent's tank and destroy his reinforcements before he can do the same to you! Full forward, reverse, left, right and fire for each tank make for a very quick thinking game, and a lot of strategy is called for as you make your way around various barriers to get to your opponent. An excellent game in the full tradition of the arcade series.

MP100 + ●

£7.00



PET SHOW



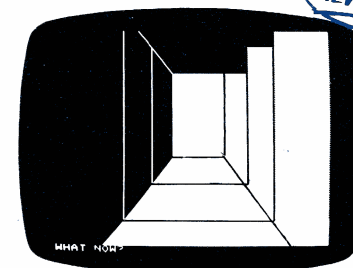
Four demonstration programs designed to show the PET at its best. Continuous running of each program offers a chance to see the PET's unique graphic capabilities. A general demo, a fast moving hypnotic kaleidoscope, a show of graphics and a superbly designed world clock. All for £6.00? We must be mad!

Order No. MP060

£6.00



LABYRINTH



Only for 16K PETs or larger, this brilliant game will show you walking through a maze, and the excellent graphics give you a visual impression in three dimensions of your progress, or lack of it. There is a HELP facility if you get hopelessly and completely lost, which is easy to do on even the smallest maze! A very entertaining program.

MP029 + ●

£7.00



PROGRAMMERS' PETPACKS

A useful series of utilities for the programmer without access to a disk system. Though quite powerful machine code programs can be developed by the ambitious programmer using these utilities — the programmer wishing to develop commercial m/c packages is seriously recommended to consider the Commodore Assembler Development System in the Disk Master Library.

USER PORT COOKBOOK

A manual for connecting devices to the User Port. A cassette program which lets you maintain and modify any registers you wish. The 6522 specification is included as an appendix.

MP031 £10.00 


DISASSEMBLER

6500 series full disassembler asks for decimal starting location and lists from this point, gives full mnemonics and handles ASCII tables.

MP003 £15.00 

BASIC AID

Four versions of the program, which can be relocated by the user to be used in almost any environment with BASIC 1 and BASIC 2 machines. This package gives you a most impressive array of additional basic commands for the PET, including renumber, trace, find and change, block delete, repeat keys and so on, to total over 20 commands in all. A complete set of instructions on how to use each program is included in an accompanying manual.

MP097 + £10.00 

MP096 ★ + £10.00 

EXTRAMON

This is for BASIC 2 machines only (although it can be used on machines of any size, as it is relocatable). Extramon is a powerful new machine code monitor, previously only available on disk for 32K PETs. With this monitor it is possible to

execute machine code in a controlled fashion, and so drastically reduce the time taken to typically debug assembler programs. A complete set of instructions is included in an accompanying manual.

LIBRARY OF SUB-ROUTINES

For just seven pounds this represents excellent value for money. A vast array of programs are contained on the tapes, covering all kinds of useful routines for the PET. From the man who brought you 'The PET Revealed', (so you know it must be good!), this is a must for every PET programmer.

MP098 £10.00 

DISK MASTER LIBRARY

A new section in our catalogue containing simply "La Crème de la Crème" PET software — first class programs making full use of the powerful capabilities of the PET and Commodore Floppy Disk system.

PASCAL (32K PETs, disk only)

Pascal, the highly-praised structured programming language is now available for the PET. PET Pascal operates either in resident mode with the compiler in RAM or in disk mode with the compiler on disk. Resident mode offers an extensive subset of Pascal and is used for the development of smaller programs, with the advantage of being extremely quick and simple to use.

Disk mode offers all the features included in the Pascal User Manual and Report by Jensen and Wirth allowing linked programs of up to 3,000 lines which may be extended further by chaining.

The editor is similar to the BASIC editor with the additional features of automatic line numbering; upper or lower case; switch to BASIC; renumbering; switch from resident to disk mode; find, change and delete all with range facilities; compile (with various options to save, print, display, etc.); execute (in disk mode); hexadecimal to decimal conversion and vice versa; BASIC direct-mode commands; DOS support; plus link facilities.

Features of Pascal include:

1. ALGOL-like block structure
2. Powerful data structuring techniques
3. Recursive calls
4. Runtime error checking
5. Dynamic variable allocation
6. Greater program legibility

Whilst extensions to standard Pascal include:

1. Dynamic specification of filenames
2. Input of strings
3. Hexadecimal numbers and I/O
4. Bit manipulation
5. Machine language interface
6. Memory and VDU access
7. Catchable I/O errors
8. Random number generator
9. Program chaining
10. PET clock interface
11. Separate compilation (linking)

A manual in excess of 100 pages is included; comprising an introduction to Pascal; a beginner's guide and a reference manual. Finally, the Pascal system diskette includes a few example programs to aid rapid learning. Simply a MUST for the discerning PET programmer.

GD1000 + • £120 + VAT 


ASSEMBLER DEVELOPMENT SYSTEM

(32K PETs, disk only)

For those of you with Disk systems and an interest in assembly language programming, this product is the most important arrival of the last

several months. Finally there exists a definitive industry-standard Commodore Assembler. It may have been a while in coming, but just look at some of the features that make it worth waiting for.

- 1 The whole package is written in assembly language and runs extremely efficiently.
- 2 The system includes a screen-based editor very similar to the BASIC editor, but with the additional functions of Find, Change, automatic line numbering, line renumbering, repeat key, block delete and all the DOS SUPPORT commands.
- 3 Both source files and the KIM/TIM/MDT format object files, reside on disk for full flexibility of operation.
- 4 Two loaders are supplied to enable the user to load any RAM location.
- 5 The source code of the editor and loaders is included. These well documented programs reveal most of the current ROM entry points required to drive the PET and its peripherals from an assembly language environment.
- 6 EXTRAMON 7.5, a powerful new machine code monitor has been included in the package. With this monitor it is possible to execute machine code in a controlled fashion, thus drastically reducing the time typically taken to debug assembler programs.
- 7 The package is comprehensively documented and comes in the standard Commodore Disk Software multi-ring binder.

GD1100 + • £50.00 + VAT 

LISP (16K, 32K PETs disk only)

LISP is an interpretive language designed at MIT for research into the field of artificial intelligence.

Its associate operators, however, make it almost ideal for many relational database applications.

This version of LISP is much more comprehensive than the original LISP 1.5, and has been closely tailored for the PET to include the functions PEEK, POKE, CALL, OPEN, CLOSE, CMD and PRINT. In all more than 80 different functions are available to the user.

Two demonstration programs are included with the LISP system, and their explanation in the extremely detailed manual should help even the novice to come to grips with one of the most sophisticated languages in all of Computer Science.

LISP is an ideal element in any course on programming languages, and of course its intriguing syntax and semantics mean hours and hours of

happy tinkering for every dedicated software hobbyist.

GD1200 + • £75.00 + VAT 

GALAXY ONE

(disk only)

This disk, the first of a new series of games disks, contains all the games on our cassette based Treasure Troves 1-6 (MP040-045), and descriptions of all TWENTY FOUR programs can be found in the Entertainment Petpacks section.

The first six Treasure Troves contain some of the first games to be written for the PET so Galaxy One provides an opportunity to discover the early history of PET games at a price which gives of saving of 33 1/3% on the cost of the separate Petpacks. Disk access to any one of the twenty four programs means that your favourite game can be up and running in seconds.

Galaxy One comes with a comprehensive manual — no longer will you be stuck half way across the Galaxy, as the Klingons mass for attack, wondering which button you should press!

GD1800 + • £25 + VAT 

ARCADIA ONE

Another first! The first six games in our incredibly popular Arcade series: Invaders, Acrobat, 3D Startrek, Breakthrough, Car Race and Nightdrive all on one disk for just £25. Each program has been modified so that when you finish playing you do not have to "switch off and start again" in order to play a different game. With Arcadia One you are simply returned to a master menu from which you can select the game of your choice, and within seconds you are plunged into a world of mad drivers, marauding Klingons and malevolent Invaders! In defiance of earthbound laws of Science, Commodore announce six games for the price of 3 1/2.

GD1820 + • £25.00 + VAT 

NOTE: All programs will operate on all versions of PET BASIC unless marked with the following codes:—

- ★ BASIC 1 only
- BASIC 2 only
- + BASIC 4 only

PRIORITY ORDER FORM

Please rush me the following PETPACKS:—

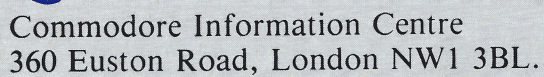
ORDER NUMBER	PROGRAMME	QUANTITY REQUIRED	UNIT PRICE (INC VAT)	EXTENDED PRICE (INC VAT)
MP 001	BASIC BASIC		£ 9.00	
MP 003	DISASSEMBLER		£15.00	
MP 007	BASIC MATHS		£15.00	
MP 008	BASIC STATISTICS 1		£15.00	
MP 021	PAYROLL		£50.00	
MP 026	SNARK		£10.00	
MP 030	BASIC STATISTICS 2		£15.00	
MP 031	USER PORT COOK BOOK		£10.00	
MP 039	STRATHCLYDE BASIC		£12.00	
MP 040	TREASURE TROVE 1		£10.00	
MP 041	TREASURE TROVE 2		£10.00	
MP 042	TREASURE TROVE 3		£10.00	
MP 043	TREASURE TROVE 4		£10.00	
MP 044	TREASURE TROVE 5		£10.00	
MP 045	TREASURE TROVE 6		£10.00	
MP 046	PHYSICS 1		£10.00	
MP 047	LINEAR CIRCUIT ANALYSIS		£10.00	
MP 048	MECHANICS OF MATERIALS		£15.00	
MP 051	TREASURE TROVE 7		£10.00	
MP 052	TREASURE TROVE 8		£10.00	
MP 053	PHYSICS 2		£10.00	
MP 055	BEST LINE/LEAST SQUARES		£10.00	
MP 058	FAST FOURIER		£15.00	
MP 060	PET SHOW		£ 6.00	
MP 061	INTRO TO ALGEBRA		£20.00	
MP 062	MATHEMATICAL GAMES		£10.00	
MP 063	SAMPLING		£10.00	
MP 064	LANGUAGES		£10.00	
MP 065	TREASURE TROVE 9		£10.00	
MP 066	TREASURE TROVE 10		£10.00	
MP 067	ARCADE 1 — INVADERS		£ 7.00	
MP 068	ARCADE 2 — ACROBAT		£ 7.00	
MP 069	ARCADE 3 — 3D STARTREK		£ 7.00	
MP 072	TREASURE TROVE 11		£10.00	
MP 073	TREASURE TROVE 12		£10.00	
MP 074	ARCADE 4 — BREAKTHROUGH		£ 7.00	
MP 075	ARCADE 5 — NIGHT DRIVE		£ 7.00	
MP 076	ARCADE 6 — CAR RACE		£ 7.00	
MP 078	PET PILOT		£10.00	
MP 079	PET CECIL		£10.00	
MP 082	PHYSICS PACK 3		£10.00	
MP 083	PHYSICS PACK 4		£10.00	
MP 084	MATHEMATICAL GAMES 2		£10.00	
MP 085	ENGLISH SKILLS		£10.00	
MP 086	MATHEMATICAL PUZZLES		£10.00	
MP 087	NUMERACY SKILLS		£10.00	
MP 088	KINETIC MODEL		£10.00	
MP 090	SIMULATOR 1		£10.00	
MP 091	PHYSICS PACK 5		£10.00	
MP 095	ADAPTIVE KEYBOARD TRAINER		£15.00	
MP 096	BASIC AID		£10.00	
MP 097	EXTRAMON		£10.00	
MP 098	LIBRARY OF SUBROUTINES		£ 7.00	
MP 099	LABYRINTH		£ 7.00	
MP 100	ARCADE 9 — LASER TANKS		£ 7.00	
MP 101	SOUTHERN HANGMAN		£10.00	
MP 102	NORTHERN HANGMAN		£10.00	
MP 103	LIFE		£ 7.00	
MP 104	ARCADE 7 — COSMIC JAILBREAK		£ 7.00	
MP 105	ARCADE 8 — CRAZY BALLOON		£ 7.00	
GD 1000	PASCAL		£138.00	
GD 1100	ASSEMBLER DEVELOPMENT SYSTEM		£57.50	
GD 1200	LISP		£86.25	
GD 1800	GALAXY ONE		£28.75	
GD 1820	ARCADIA ONE		£28.75	

Name Address

I enclose my cheque No. /please charge my bankers card No. /I enclose official company order No.
(please delete as appropriate).

Signature Date

This form should be given to your local PET dealer. Details of our dealer network are available from the Commodore Information Centre, 360 Euston Road, London NW1 3BL.



Brought to you by:

<https://www.facebook.com/groups/commodoreinternationalhistoricalsociety>

**commodore international
historical society**